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Applicant Microsoft Corporation
Group Art Unit 3714
Examiner Scott Jones
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..... (formerly MS1-767US)
Title: Method and Apparatus for Restricting Access to Content in a Gaming System

To: MS: Appeal Brief - Patents
Commissioner for Patents
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Pursuant to 37 C.F.R. §41.37, Appellant hereby submits an Appeal Brief for Application No. 09/802,504 filed March 9, 2001 within the requisite time from the date of filing the Notice of Appeal. Accordingly, Appellant appeals to the Board of Patent Appeals and Interferences seeking review of the Examiner's rejections.

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1 **(i) Real Party in Interest**

2 The real party in interest is the Microsoft Corporation, the assignee of all
3 right and title to the subject invention.

4
5 **(ii) Related Appeals and Interferences**

6 Appellant is not aware of any other appeals, interferences, or judicial
7 proceedings which will directly affect, be directly affected by, or otherwise have a
8 bearing on the Board's decision to this pending appeal.

9
10 **(iii) Status of Claims**

11 Claims 1-18 and 21-57 stand rejected and are pending in this Application.
12 Claims 1-18 and 21-57 are appealed. Some of claims 1-18 and 21-57 were
13 previously amended. Claims 19 and 20 were previously canceled. Claims 1-18
14 and 21-57 are set forth in the Appendix of Appealed Claims on page 24.

15
16 **(iv) Status of Amendments**

17 A Final Office Action was issued on August 11, 2004.

18 No amendments were made after mailing the Final Office Action.

19 Appellant filed a Notice of Appeal on September 22, 2004 in response to
20 the Final Office Action.

1 **(v) Summary of Claimed Subject Matter**

2 A concise explanation of each of the independent claims is included in this
3 Summary section, including specific reference characters. These specific
4 reference characters are examples of particular elements of the drawings for
5 certain embodiments of the claimed invention, and the claims are not limited to
6 solely the elements corresponding to these reference characters.

7 With respect to independent claim 1, as discussed for example at page 4,
8 line 22 through page 5, line 2, and page 6, line 3 through page 7, line 17, (and
9 shown for example in Figs. 1 and 2) a game console (102, Fig. 1) includes a
10 memory (206 and/or 208, Fig. 2), a media reader (106 and/or 208), and a processor
11 (200). The memory (206 and/or 208) stores multiple parental control settings such
12 that the multiple settings are associated with different media types. The media
13 reader (106 and/or 208) reads content from the different media types. The
14 processor (200) is coupled to the memory and the media reader and allows
15 performance of the content read by the media reader (106 and/or 208) if the
16 parental control setting corresponding to the media type being read is satisfied.

17 With respect to independent claim 13, as discussed for example at page 11,
18 lines 8 through 24, and page 19, line 14 through page 20, line 7, (and shown for
19 example in Figs. 4 and 11) a method includes identifying content (1102, Fig. 11)
20 from multiple media types and a corresponding rating. The method further
21 includes identifying a parental control setting (1104) for the identified media type
22 and analyzing the identified content (1106) based on the media type and the
23 parental control setting. Additionally, the method executes the content (1110) if
24 the content satisfies the parental control setting.
25

1 With respect to independent claim 23, as discussed for example at page 11,
2 lines 8 through 24, and page 19, line 14 through page 20, line 7, (and shown for
3 example in Figs. 4 and 11) a method includes identifying a media type (1102, Fig.
4 11) to be accessed by a game console. The method further includes identifying a
5 parental control setting (1104) stored in non-removable memory associated with
6 the identified media type and analyzing the content (1106) using the identified
7 parental control setting. Additionally, the method allows the game console to
8 access the content (1110) if the content satisfies the parental control setting.
9 Otherwise, the method outputs a diagnostic (1108).

10 With respect to independent claim 29, as discussed for example at page 11,
11 line 8 through page 12, line 20, and page 15, line 6 through page 16, line 16, (and
12 shown for example in Figs. 4, 5, and 9) a user interface for a game console
13 includes a main menu (402 and/or 500, Figs. 4 and 5) that identifies different
14 media types that can be played by the game console. The user interface also
15 includes a parental control settings menu (418 and/or 900, Figs. 4 and 9) that is
16 accessible from the main menu and allows a user to set content restrictions fore
17 each of the different media types that can be played by the game console.

18 With respect to independent claim 32, as discussed for example at page 11,
19 line 8 through page 12, line 20, and page 15, line 6 through page 16, line 16, (and
20 shown for example in Figs. 4, 5, and 9) a user interface for a game console
21 includes a range indicator (902, Fig. 9) that identifies a range of content restriction
22 levels used by the game console for multiple different media types. The user
23 interface also includes a movable control (Fig. 9) that moves relative to the range
24 indicator to select a particular content restriction level corresponding to each
25 media type.

1 With respect to independent claim 35, as discussed for example at page 11,
2 lines 8 through 24, and page 19, line 14 through page 20, line 7, (and shown for
3 example in Figs. 1, 2, 4, and 11) a computer-readable medium for a game console
4 (108, 140, 204, 206, or 208, Figs. 1 and 2) includes computer-readable instructions
5 that, when executed, cause the game console to identify content (1102, Fig. 11) to
6 be played by the game console based upon different kinds of media types that can
7 be played. Additionally, the instructions cause the game console to identify a
8 parental control setting (1104) for the identified media type and determine whether
9 the identified content (1106) satisfies the parental control setting. The instructions
10 also cause the game console to play the identified content (1110) if the identified
11 content satisfies the parental control setting.

12 With respect to independent claim 38, as discussed for example at page 4,
13 line 22 through page 5, line 2, page 6, line 3 through page 7, line 17, and page 9,
14 lines 7 through 17, (and shown for example in Figs. 1 and 2) a game console (102,
15 Fig. 1) includes a memory (206 and/or 208, Fig. 2), a processor (200), a media
16 reader (106 and/or 208), and a console application (260). The media reader (106
17 and/or 208) supports different media types and a corresponding rating is
18 associated with each of the different media types. The console application (260) is
19 stored in the memory (206 and/or 208). A control setting is stored in the memory
20 (206 and/or 208) for each media type. The console application (260) performs the
21 media type read by the media reader (106 and/or 208) except when the rating does
22 not satisfy the control settings associated with the media type.

23 With respect to independent claim 47, as discussed for example at page 4,
24 line 22 through page 5, line 2, and page 6, line 3 through page 7, line 17, (and
25 shown for example in Figs. 1 and 2) a game console (102, Fig. 1) includes means

1 for reading (106 and/or 208, Figs. 1 and 2) different media types and a
2 corresponding parental rating for each media type. The game console (102) also
3 includes means for storing (206 and/or 208, Fig. 2) a console application (260) and
4 a control setting associated with each media type. Additionally, the game console
5 (102) includes means for executing (200) the console application (260) to perform
6 the media type when the parental rating satisfies the control setting for the media
7 type.

8 With respect to independent claim 52, as discussed for example at page 11,
9 lines 8 through 24, and page 19, line 14 through page 20, line 7, (and shown for
10 example in Figs. 1, 4, and 11) a method includes identifying (1102, Fig. 11) a first
11 rating associated with a first media type and identifying a second rating associated
12 with a second media type capable of execution on a game console (102, Fig. 1).
13 The method further includes identifying (1102) a media type to be executed by the
14 game console (102). Additionally, the method identifies (1104) a parental control
15 setting associated with the identified media type and compares (1106) a rating
16 associated with the media type to be executed and the identified parental control
17 setting. The method also executes (1110) content from the identified media type if
18 the rating satisfies the identified parental control setting.

1 **(vi) Grounds of Rejection to be Reviewed on Appeal**

2 Claims 1, 5-7, 9, 10, 12-16, 21-26, 28-31, 35-44, 47-50, and 52-57 stand
3 rejected under 35 U.S.C. §102(b) as being anticipated by U.S. Patent No.
4 5,978,920 to Lee.

5 Claims 2-4, 8, 11, 17-18, 27, 32-34, 45-46, and 51 stand rejected under 35
6 U.S.C. §103(a) as being unpatentable over U.S. Patent No. 5,978,920 to Lee.

7
8 **(vii) Argument**

9 **A. Rejection under 35 U.S.C. §102(b) over U.S. Patent No. 5,978,920 to**
10 **Lee.**

11
12 Claims 1, 5-7, 9, 10, 12-16, 21-26, 28-31, 35-44, 47-50, and 52-57 stand
13 rejected under 35 U.S.C. §102(b) as being anticipated by U.S. Patent No.
14 5,978,920 to Lee.

15
16 **1. Claims 1, 5-7, 9, 10 and 12**

17 The Lee reference discloses:

18
19 A computer system having a function of interrupting lewd/violent
20 programs which includes a read-only-memory for storing an initialization
21 program and a security grade setup program; a non-volatile memory device
22 for storing a security grade which is a program classification code selected
23 by a user for designating an unacceptable program content contained in an
24 application program, and a password for identifying the user when
25 changing the security grade; and a controller for controlling execution of an

1 application program according to the security grade of the application
2 program and the security grade stored in the non-volatile memory device
3 during initialization, and for controlling the changing of the security grade
4 stored in the non-volatile memory device during the security grade setup,
5 when the user inputs a password that corresponds to the password stored in
6 the non-volatile memory device. As a result, the computer system is able to
7 limit access to application programs that contain unacceptable levels of
8 graphic sex, violence, and strong language. (Lee Abstract).

9
10 Although Lee discloses “a security grade which is a program classification
11 code selected by a user designating an unacceptable program content contained in
12 an application program” (Lee Abstract), the Lee reference fails to disclose the
13 elements of claim 1.

14 Claim 1 of the present application recites a game console comprising:

15
16 a memory to store a plurality of parental control settings, wherein
17 the plurality of parental control settings are associated with different media
18 types;

19 a media reader to read content from the different media types; and

20 a processor coupled to the memory and the media reader, wherein
21 the processor allows performance of the content read by the media reader if
22 the parental control setting corresponding to the media type of the content
23 being read is satisfied.
24
25

1 The Lee reference fails to disclose “a memory to store a plurality of
2 parental control settings ... associated with different media types” as recited in
3 claim 1. Although Lee discloses the use of security grades, the Lee reference fails
4 to disclose multiple security grades associated with different media types. Lee
5 discloses “Different security grades may be stored in security grade memory 17 in
6 order to accommodate different levels of violence, vulgarity and lewdness of
7 different application programs.” Col. 6, lines 53-56. However, providing
8 different security grades for different application programs is not the same as
9 storing multiple parental control settings associated with different media types.
10 Further, Lee makes no reference to different media types. Instead, Lee discloses
11 that a security grade is associated with an application program.

12 In rejecting claim 1, the Office Action refers to a reference in Lee that a
13 television program may carry different program classification codes. See Col. 7,
14 lines 26-31. However, this portion of Lee does not disclose multiple parental
15 control settings associated with different media types. The Office Action alleges
16 that an application program and a television program are different media types.
17 However, Appellant submits that an application program and a television program
18 are not different media types as recited in claim 1. In Lee, “application program”
19 and “television program” refer to different content, not different media types. For
20 example, claim 1 further recites “a media reader to read content from the different
21 media types” (emphasis added). The media reader of claim 1 reads content from
22 the media types. Therefore, content and media types have very different
23 meanings. As such, Appellant submits that Lee’s disclosure of a television
24 program and an application program fails to disclose the elements of claim 1.
25

Thus, for at least these reasons, Appellant respectfully submits that claim 1 is allowable over Lee. Given that claims 5-7, 9, 10 and 12 depend from claim 1, Appellant respectfully submits that those claims are likewise allowable over Lee for at least the reasons discussed above with respect to claim 1.

Accordingly, Appellant respectfully submits that claims 1, 5-7, 9, 10 and 12 are allowable over Lee and that the rejection of claims 1, 5-7, 9, 10 and 12 should be withdrawn.

2. Claims 13-16 and 21-22

Claim 13 of the present application recites a method comprising:

identifying content from among each of a plurality of different media types to be executed on a game console and a corresponding rating thereof;

identifying a parental control setting stored in the game console for the media type of the identified content;

analyzing the content to be executed on the game console using the media type thereof and the parental control setting of the media type; and

executing the content on the game console if the rating of the identified content satisfies the parental control setting.

As discussed above with respect to claim 1, the Lee reference fails to disclose “identifying content from among each of a plurality of different media types to be executed on a game console and a corresponding rating thereof” and “identifying a parental control setting stored in the game console for the media

1 type of the identified content". In particular, Lee fails to disclose identifying
2 content from each of a plurality of different media types to be executed on a game
3 console. As discussed above, Lee does not disclose multiple media types with
4 multiple parental control settings associated therewith.

5 Appellant submits that the Lee reference does not disclose the elements of
6 claim 13. Thus, for at least these reasons, Appellant respectfully submits that
7 claim 13 is allowable over Lee. Given that claims 14-16 and 21-22 depend from
8 claim 13, Appellant respectfully submits that those claims are likewise allowable
9 over Lee for at least the reasons discussed above.

10 Accordingly, Appellant respectfully submits that claims 13-16 and 21-22
11 are allowable over Lee and that the rejection of claims 13-16 and 21-22 should be
12 withdrawn.

13 14 **3. Claims 23-26 and 28**

15 Claim 23 of the present application recites a method comprising:

16
17 identifying a media type of content to be accessed by a game console
18 from among each of a plurality of media types;

19 identifying a parental control setting stored in non-removable
20 memory of the game console and associated with the media type of content
21 to be accessed by the game console;

22 analyzing the content to be accessed by the game console using the
23 identified parental control setting; and
24
25

1 allowing the game console to access the content if the content
2 satisfies the identified parental control setting and otherwise outputting a
3 diagnostic.

4
5 The Lee reference fails to disclose “identifying a media type of content to
6 be accessed by a game console from among each of a plurality of media types” as
7 recited in claim 1. As discussed above with respect to claim 1, the Lee reference
8 fails to disclose multiple media types. Accordingly, Lee fails to disclose
9 identifying a media type from a plurality of media types.

10 Appellant submits that the Lee reference does not disclose the elements of
11 claim 23. Thus, for at least these reasons, Appellant respectfully submits that
12 claim 23 is allowable over Lee. Given that claims 24-26 and 28 depend from
13 claim 23, Appellant respectfully submits that those claims are likewise allowable
14 over Lee for at least the reasons discussed above.

15 Accordingly, Appellant respectfully submits that claims 23-26 and 28 are
16 allowable over Lee and that the rejection of claims 23-26 and 28 should be
17 withdrawn.

18 19 **4. Claims 29-31**

20 Claim 29 of the present application recites a user interface for a game
21 console comprising:

22
23 a main menu configured to identify different media types that may
24 be played by the game console; and
25

1 a parental control settings menu accessible from the main menu to
2 allow a user to set various content restrictions for each of the different
3 media types that may be played by the game console.
4

5 The Lee reference fails to disclose “a parental control settings menu
6 accessible from the main menu to allow a user to set various content restrictions
7 for each of the different media types that may be played by the game console.” as
8 recited in claim 29. As discussed above, Lee discloses the use of security grades
9 but fails to disclose multiple security grades associated with different media types.
10 Although Lee discloses providing different security grades for different
11 application programs, such disclosure is not the same as allowing a user to set
12 content restrictions for each of the different media types that can be played by a
13 game console.

14 Accordingly, Appellant submits that the Lee reference does not disclose the
15 elements of claim 29. Thus, for at least these reasons, Appellant respectfully
16 submits that claim 29 is allowable over Lee. Given that claims 30-31 depend from
17 claim 29, Appellant respectfully submits that those claims are likewise allowable
18 over Lee for at least the reasons discussed above.

19 Accordingly, Appellant respectfully submits that claims 29-31 are
20 allowable over Lee and that the rejection of claims 29-31 should be withdrawn.
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1 **5. Claims 35-37**

2 Claim 35 of the present application recites:

3
4 A computer-readable medium for a game console comprising
5 computer-executable instructions that, when executed, cause the game
6 console to:

7 identify content to be played by the game console based upon
8 different kinds of media types that can be played by the game console;

9 identify a parental control setting associated with the particular
10 media type of the identified content;

11 determine whether the particular media type of the identified content
12 satisfies the parental control setting; and

13 playing the identified content if the identified content satisfies the
14 parental control setting.

15
16 As discussed above with respect to claim 1, the Lee reference fails to
17 disclose “identifying content to be played by the game console based upon
18 different kinds of media that can be played by the game console”. In particular,
19 Lee does not disclose identifying content from different media types. As
20 discussed above, Lee does not disclose multiple media types with multiple
21 parental control settings associated therewith.

22 Appellant submits that the Lee reference does not disclose the elements of
23 claim 35. Thus, for at least these reasons, Appellant respectfully submits that
24 claim 35 is allowable over Lee. Given that claims 36-37 depend from claim 35,
25

1 Appellant respectfully submits that those claims are likewise allowable over Lee
2 for at least the reasons discussed above.

3 Accordingly, Appellant respectfully submits that claims 35-37 are
4 allowable over Lee and that the rejection of claims 35-37 should be withdrawn.

5
6 **6. Claims 38-44**

7 Claim 38 of the present application recites a game console comprising:

8
9 a memory;

10 a processor;

11 a media reader for different media types and a corresponding rating
12 associated with each of the different media types; and

13 a console application stored in the memory, wherein:

14 a control setting is stored in the memory for each said media type;

15 and

16 the console application, when executed by the processor, performs
17 the media type read by the media reader except when the rating thereof
18 does not satisfy the control setting for the media type.

19
20 Lee fails to disclose “a media reader for different media types and a
21 corresponding rating associated with each of the different media types” as recited
22 in claim 38. As discussed above with respect to claim 1, the Lee reference does
23 not disclose multiple media types with multiple ratings associated therewith.

24 Appellant submits that the Lee reference does not disclose the elements of
25 claim 38. Thus, for at least these reasons, Appellant respectfully submits that

1 claim 38 is allowable over Lee. Given that claims 39-44 depend from claim 38,
2 Appellant respectfully submits that those claims are likewise allowable over Lee
3 for at least the reasons discussed above.

4 Accordingly, Appellant respectfully submits that claims 38-44 are
5 allowable over Lee and that the rejection of claims 38-44 should be withdrawn.

6 7 **7. Claims 47-50**

8 Claim 47 of the present application recites a game console comprising:

9
10 means for reading different media types and a corresponding
11 parental rating for each media type;

12 means for storing a console application and a control setting
13 associated with each media type; and

14 means for executing the console application to perform the media
15 type read by the media reader when the parental rating thereof satisfies the
16 control setting for the media type.

17
18 The Lee reference fails to disclose “means for reading different media types
19 and a corresponding parental rating for each media type” as recited in claim 47.
20 As discussed above, Lee does not disclose different media types and a parental
21 rating for each of the different media types.

22 Appellant submits that the Lee reference does not disclose the elements of
23 claim 47. Thus, for at least these reasons, Appellant respectfully submits that
24 claim 47 is allowable over Lee. Given that claims 48-50 depend from claim 47,
25

Appellant respectfully submits that those claims are likewise allowable over Lee for at least the reasons discussed above.

Accordingly, Appellant respectfully submits that claims 47-50 are allowable over Lee and that the rejection of claims 47-50 should be withdrawn.

8. Claims 52-57

Claim 52 of the present application recites a method comprising:

identifying a first rating associated with a first media type capable of execution on a game console;

identifying a second rating associated with a second media type capable of execution on the game console;

identifying a media type to be executed by the game console;

identifying a parental control setting associated with the identified media type;

comparing a rating associated with the media type to be executed by the game console and the identified parental control setting; and

executing content from the identified media type if the rating satisfies the identified parental control setting.

For reasons similar to those discussed above with respect to claim 1, the Lee reference fails to disclose “identifying a first rating associated with a first media type ... identifying a second rating associated with a second media type ... identifying a media type to be executed by the game console”, and “identifying a parental control setting associated with the identified media type”. In particular,

1 Lee fails to disclose identifying ratings associated with multiple different media
2 types to be executed on a game console. As discussed above, Lee does not
3 disclose multiple media types with multiple parental control settings associated
4 therewith.

5 Appellant submits that the Lee reference does not disclose the elements of
6 claim 52. Thus, for at least these reasons, Appellant respectfully submits that
7 claim 52 is allowable over Lee. Given that claims 53-57 depend from claim 52,
8 Appellant respectfully submits that those claims are likewise allowable over Lee
9 for at least the reasons discussed above.

10 Accordingly, Appellant respectfully submits that claims 52-57 are
11 allowable over Lee and that the rejection of claims 52-57 should be withdrawn.

12
13 **B. Rejection under 35 U.S.C. §103(a) over U.S. Patent No. 5,978,920 to**
14 **Lee.**

15
16 Claims 2-4, 8, 11, 17-18, 27, 32-34, 45-46, and 51 stand rejected under 35
17 U.S.C. §103(a) as being unpatentable over U.S. Patent No. 5,978,920 to Lee.

18
19 **1. Claims 2-4, 8 and 11**

20 As discussed above with respect to claim 1, Lee fails to disclose the use of
21 multiple parental control settings associated with different media types. Further,
22 Appellant submits that Lee fails to suggest the use of multiple parental control
23 settings associated with different media types. Since Lee fails to mention multiple
24 media types as recited in claim 1, Appellant submits that there is no suggestion to
25 provide different parental control settings associated with different media types.

1 Since claims 2-4, 8 and 11 depend from claim 1, Appellant submits that these
2 claims are patentable over Lee.

3 Accordingly, Appellant respectfully submits that claims 2-4, 8 and 11 are
4 allowable over Lee and that the rejection of claims 2-4, 8 and 11 should be
5 withdrawn.

6 7 **2. Claims 17-18**

8 Claims 17-18 depend from claim 13, which is discussed above. As
9 discussed above with respect to claim 13, Lee fails to disclose identifying content
10 from each of a plurality of different media types to be executed on a game console.
11 Further, Appellant submits that Lee fails to make any suggestion to identify
12 content from each of a plurality of different media types to be executed on a game
13 console. Lee lacks any mention of identifying content from a plurality of different
14 media types to be executed on a game console. Accordingly, Appellant submits
15 that Lee contains no suggestion to provide different parental control settings
16 associated with different media types. Since claims 17-18 depend from claim 13,
17 Appellant submits that these claims are patentable over Lee.

18 Accordingly, Appellant respectfully submits that claims 17-18 are
19 allowable over Lee and that the rejection of claims 17-18 should be withdrawn.

20 21 **3. Claim 27**

22 Claim 27 depends from claim 23, which is discussed above. For at least the
23 reasons discussed above with respect to claims 2-4, 8 and 11, Appellant submits
24 that claim 27 is allowable over Lee.
25

Accordingly, Appellant respectfully submits that claim 27 is allowable over Lee and that the rejection of claim 27 should be withdrawn.

4. Claims 45-46

Claims 45-46 depend from claim 38, which is discussed above. For at least the reasons discussed above with respect to claims 2-4, 8 and 11, Appellant submits that claims 45-46 are allowable over Lee.

Accordingly, Appellant respectfully submits that claims 45-46 are allowable over Lee and that the rejection of claims 45-46 should be withdrawn.

5. Claim 51

Claim 51 depends from claim 47, which is discussed above. For at least the reasons discussed above with respect to claims 2-4, 8 and 11, Appellant submits that claim 51 is allowable over Lee.

Accordingly, Appellant respectfully submits that claim 51 is allowable over Lee and that the rejection of claim 51 should be withdrawn.

6. Claims 32-34

Claim 32 of the present application recites a user interface for a game console comprising:

a range indicator that identifies a range of content restriction levels that may be used by the game console for a plurality of different media types; and

1 a control movable relative to the range indicator to select a particular
2 content restriction level corresponding to each said media type.

3
4 As discussed above with respect to claim 1, Lee fails to disclose the use of
5 content restriction levels associated with a plurality of different media types.
6 Further, Appellant submits that Lee fails to suggest the use of multiple content
7 restriction levels associated with multiple media types. Since Lee fails to mention
8 multiple media types as recited in claim 1, Appellant submits that there is no
9 suggestion to provide different content restriction levels associated with different
10 media types.

11 For at least these reasons, Appellant submits that claim 32 is patentable
12 over the Lee reference. Since claims 33-34 depend from claim 32, Appellant
13 submits that those claims are likewise patentable over Lee.

14 Accordingly, Appellant respectfully submits that claims 32-34 are
15 allowable over Lee and that the rejection of claims 32-34 should be withdrawn.
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1 **Conclusion**

2 The Office's basis and supporting rationale for the §102(b) and §103(a)
3 rejections is not supported by Lee. Appellant respectfully requests that the
4 rejections be overturned and that pending claims 1-18 and 21-57 be allowed to
5 issue.

6
7 Respectfully Submitted,

8
9 Dated: March 29, 2007

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(viii) Claims Appendix

1. A game console, comprising:

a memory to store a plurality of parental control settings, wherein the plurality of parental control settings are associated with different media types;

a media reader to read content from the different media types; and

a processor coupled to the memory and the media reader, wherein the processor allows performance of the content read by the media reader if the parental control setting corresponding to the media type of the content being read is satisfied.

2. A game console as recited in claim 1 wherein the media reader is a broadband connectivity component for receiving and reading the plurality of different kinds of media types from an online source.

3. A game console as recited in claim 1 wherein one of the plurality of parental control settings is associated with a rating system used in a country for which the game console is configured.

4. A game console as recited in claim 2 wherein the kind of media type that the media reader reads is online data having a rating for the online data.

1 **5.** A game console as recited in claim 1 wherein one of the plurality of
2 parental control settings is associated with game content.

3
4 **6.** A game console as recited in claim 1 wherein one of the plurality of
5 parental control settings is associated with audio content.

6
7 **7.** A game console as recited in claim 1 wherein one of the plurality of
8 parental control settings is associated with video content.

9
10 **8.** A game console as recited in claim 1 wherein one of the plurality of
11 parental control settings is associated with online content.

12
13 **9.** A game console as recited in claim 1 wherein the memory comprises a
14 hard disk drive.

15
16
17 **10.** A game console as recited in claim 1 wherein a console application
18 executable on the processor presents a user interface that allows entry of at least
19 one parental control setting.
20
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1 **11.** A game console as recited in claim 1 wherein a console application
2 executable on the processor presents a user interface that allows entry of a game
3 content parental control setting, an audio content parental control setting, a video
4 content parental control setting, and an online content parental control setting.

5
6 **12.** A game console as recited in claim 1 wherein a console application
7 executable on the processor presents a user interface that allows entry of a
8 password associated with at least one parental control setting.
9

10
11 **13.** A method comprising:
12 identifying content from among each of a plurality of different media types
13 to be executed on a game console and a corresponding rating thereof;
14 identifying a parental control setting stored in the game console for the
15 media type of the identified content;
16 analyzing the content to be executed on the game console using the media
17 type thereof and the parental control setting of the media type; and
18 executing the content on the game console if the rating of the identified
19 content satisfies the parental control setting.
20
21

22 **14.** A method as recited in claim 13 wherein the content to be executed on
23 the game console is game content.
24
25

1 **15.** A method as recited in claim 13 wherein the content to be executed on
2 the game console is audio content.

3
4 **16.** A method as recited in claim 13 wherein the content to be executed on
5 the game console is video content.

6
7 **17.** A method as recited in claim 13 wherein the identifying content further
8 comprises receiving and reading the content from a broadband connectivity
9 component and a rating for the content.
10

11
12 **18.** A method as recited in claim 13 wherein the content from a broadband
13 connectivity component is online data.
14

15 **21.** A method as recited in claim 13 further including generating a message
16 indicating unacceptable content if the content does not satisfy the parental control
17 setting.
18

19
20 **22.** One or more computer-readable media comprising computer-
21 executable instructions that, when executed, perform the method as recited in
22 claim 13.
23
24
25

1 **23.** A method comprising:
2 identifying a media type of content to be accessed by a game console from
3 among each of a plurality of media types;
4 identifying a parental control setting stored in non-removable memory of
5 the game console and associated with the media type of content to be accessed by
6 the game console;
7 analyzing the content to be accessed by the game console using the
8 identified parental control setting; and
9 allowing the game console to access the content if the content satisfies the
10 identified parental control setting and otherwise outputting a diagnostic.
11

12
13 **24.** A method as recited in claim 23 wherein the media type of content to
14 be accessed by the game console is game data.
15

16
17 **25.** A method as recited in claim 23 wherein the media type of content to
18 be accessed by the game console is audio data.
19

20 **26.** A method as recited in claim 23 wherein the media type of content to
21 be accessed by the game console is video data.
22

23 **27.** A method as recited in claim 23 wherein the media type of content to
24 be accessed by the game console is online data.
25

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2 **28.** One or more computer-readable media comprising computer-
3 executable instructions that, when executed, perform the method as recited in
4 claim 23.

5
6 **29.** A user interface for a game console, comprising:
7 a main menu configured to identify different media types that may be
8 played by the game console; and
9 a parental control settings menu accessible from the main menu to allow a
10 user to set various content restrictions for each of the different media types that
11 may be played by the game console.
12

13
14 **30.** A user interface as recited in claim 29 wherein the different media
15 types that may be played by the game console include a game media type, a music
16 media type, and a movie media type.
17

18
19 **31.** A user interface as recited in claim 29 wherein the parental control
20 settings menu further allows a user to set a password to prevent unauthorized
21 modification of the parental control settings.
22
23
24
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1 **32.** A user interface for a game console, comprising:
2 a range indicator that identifies a range of content restriction levels that
3 may be used by the game console for a plurality of different media types; and
4 a control movable relative to the range indicator to select a particular
5 content restriction level corresponding to each said media type.

6
7 **33.** A user interface as recited in claim 32, further comprising a first
8 display region to identify a particular media type that may be played by the game
9 console, the range indicator being adapted to identify ranges of content restriction
10 levels for the media type identified in the first display region.

11
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13 **34.** A user interface as recited in claim 32, further comprising a second
14 display region to identify a summary of the content restriction for the currently
15 selected content restriction level.
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1 **35.** A computer-readable medium for a game console comprising
2 computer-executable instructions that, when executed, cause the game console to:
3 identify content to be played by the game console based upon different
4 kinds of media types that can be played by the game console;
5 identify a parental control setting associated with the particular media type
6 of the identified content;
7 determine whether the particular media type of the identified content
8 satisfies the parental control setting; and
9 playing the identified content if the identified content satisfies the parental
10 control setting.
11

12
13 **36.** A computer-readable medium as recited in claim 35 wherein the
14 identified content to be played by the game console is selected from a group of
15 media types comprising game data, audio data, and video data.
16

17
18 **37.** A computer-readable medium as recited in claim 35 wherein the
19 instructions further cause the game controller to modify the parental content
20 settings after a user enters a valid password associated with the parental content
21 settings.
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1 **38.** A game console, comprising:
2 a memory;
3 a processor;
4 a media reader for different media types and a corresponding rating
5 associated with each of the different media types; and
6 a console application stored in the memory, wherein:
7 a control setting is stored in the memory for each said media type; and
8 the console application, when executed by the processor, performs the
9 media type read by the media reader except when the rating thereof does not
10 satisfy the control setting for the media type.
11

12
13 **39.** The game console as defined in Claim 38, wherein the different media
14 types include computer games, music tracks, and movies.
15

16
17 **40.** The game console as defined in Claim 38, wherein the control setting
18 stored in the memory corresponds to a location of use.
19

20 **41.** The game console as defined in Claim 38, wherein the memory is a
21 non-removable memory device.
22

23 **42.** The game console as defined in Claim 38, wherein the media reader is
24 an optical disk reader.
25

1
2 **43.** The game console as defined in Claim 38, wherein the media reader is
3 a hard disk drive.

4
5 **44.** The game console as defined in Claim 38, wherein the media reader is
6 a portable media drive.

7
8 **45.** The game console as defined in Claim 38, wherein the media reader is
9 a broadband connectivity component for receiving and reading the different media
10 types from an online source.

11
12
13 **46.** The game console as defined in Claim 38, wherein the media reader is
14 a combination selected from the group consisting of:

15 an optical disk reader;
16 a hard disk drive;
17 a portable media drive; and
18 a broadband connectivity component for receiving and reading the different
19 media types from an online source.
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1 **47.** A game console comprising:
2 means for reading different media types and a corresponding parental rating
3 for each media type;
4 means for storing a console application and a control setting associated
5 with each media type; and
6 means for executing the console application to perform the media type read
7 by the media reader when the parental rating thereof satisfies the control setting
8 for the media type.
9

10
11 **48.** The game console as defined in Claim 47, wherein the different media
12 types include computer games, music tracks, and movies.
13

14 **49.** The game console as defined in Claim 47, wherein the control setting
15 corresponds to a location of use.
16

17
18 **50.** The game console as defined in Claim 47, wherein the means for
19 storing is a non-removable memory device.
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1 **51.** The game console as defined in Claim 47, wherein the means for
2 reading is selected from the group consisting of an optical disk reader, a hard disk
3 drive, a portable media drive, and a broadband connectivity component for
4 receiving and reading the different media types from an online source, and
5 combinations thereof.

6
7 **52.** A method comprising:
8
9 identifying a first rating associated with a first media type capable of
10 execution on a game console;
11 identifying a second rating associated with a second media type capable of
12 execution on the game console;
13 identifying a media type to be executed by the game console;
14 identifying a parental control setting associated with the identified media
15 type;
16
17 comparing a rating associated with the media type to be executed by the
18 game console and the identified parental control setting; and
19 executing content from the identified media type if the rating satisfies the
20 identified parental control setting.

21
22 **53.** A method as recited in claim 52 wherein the media type is a game disc.
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1 **54.** A method as recited in claim 52 wherein the media type is a compact
2 disc.

3
4 **55.** A method as recited in claim 52 wherein the media type is a digital
5 versatile disc.

6
7 **56.** A method as recited in claim 52 wherein identifying a parental control
8 setting associated with the identified media type includes:

9 identifying a first parental control setting associated with the first media
10 type; and

11 identifying a second parental control setting associated with the second
12 media type.
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16 **57.** A method as recited in claim 52 wherein the first media type is a
17 removable media.
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(ix) Evidence Appendix

None.

(x) Related Proceedings Appendix

None.